IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE

**�IEEE** 

Membership Publications/Services Standards Conferences

Welcome United States Patent and Trademark Office

Careers/Jobs

IEEE Xplore® i Million Documents 1 Million Users

esults

	X	(0)/4	) <sup>(2</sup>

elp FAQ Terms IEEE Peer Review Quick Links S	Search Re
Your search matched 1 of 1140634 documents. A maximum of 500 results are displayed, 15 to a page, sorted by Relevanc Descending order.	e in
Refine This Search: You may refine your search by editing the current search expression or enter new one in the text box.    Journals & Magazines   Search	ring a
Check to search within this result set  Proceedings  Standards  Results Key:  JNL = Journal or Magazine CNF = Conference STD = Standard	
O By Author O Basic O Advanced O CrossRef  1 The United Kingdom advanced medical robotics initiative Finlay, P.A.; Engineering in Medicine and Biology Society, 1989. Images of the Twenty-Find Century. Proceedings of the Annual International Conference of the IEEE Engineering in , 9-12 Nov. 1989 Pages:885 - 886 vol.3  O Join IEEE O Establish IEEE Web Account	rst

Access the **IEEE Member Digital Library** 

**)**- Access the IEEE Enterprise File Cableat

🖴 Print Format

Home | Log-out | Journals | Conference Proceedings | Standards | Search by Author | Basic Search | Advanced Search | Join IEEE | Web Account | New this week | OPAC Linking Information | Your Feedback | Technical Support | Email Alerting | No Robots Please | Release Notes | IEEE Online Publications | Help | FAQ| Terms | Eack to Ten

Copyright © 2004 IEEE - All rights reserved

Subscribe (Full Service) Register (Limited Service, Free) Logic

Search: The ACM Digital Library

C The Guide

US Patent & Trademark Office

project definition image

## THE ACM DIGITAL LIBRARY

Feedback Report a problem Satisfaction survey

## Terms used project definition image

Found 42,212 of 151,219

Sort results by Display

results

relevance expanded form

Save results to a Binder Search Tips Copen results in a new

Try an Advanced Search Try this search in The ACM Guide

window

Result page: 1 2 3 4 5 6 7 8 9 10

Relevance scale 🔲 📟 📟 📟

Results 1 - 20 of 200

Best 200 shown

Multiple-center-of-projection images

Paul Rademacher, Gary Bishop

July 1998 Proceedings of the 25th annual conference on Computer graphics and interactive techniques

Full text available: Red pkif(1 47 MB)

Additional Information: full citation, references, citings, index terms

Keywords: image-based rendering, multiple-center-of-projection images

Evaluating hypermedia and learning: methods and results from the Perseus Project Gary Marchionini, Gregory Crane January 1994 ACM Transactions on Information Systems (TOIS), Volume 12 Issue 1



Full text available: modif(2.57 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

The Perseus Project has developed a hypermedia corpus of materials related to the ancient Greek world. The materials include a variety of texts and images, and tools for using these materials and navigating the sytem. Results from a three-year evaluation of Perseus use in a variety of college settings are described. The evaluation assessed both this particular system and the application of the technological genre to information management and to learning. The evaluation used a variety of me ...

**Keywords**: human-computer interaction, hypermedia, learning, teaching

3 An HDLC protocol specification and its verification using image protocols A. Udaya Shankar, Simon S. Lam November 1983 ACM Transactions on Computer Systems (TOCS), Volume 1 Issue 4



Full text available: 📆 🐯(2.11 MB)

Additional Information: full citation, references, citings, index terms

Keywords: HDLC protocol, communicating processes, communication protocols, data link control, image protocols, message-passing networks, method of projections

Detecting aneurysms in retinal images: fuzzy morphology vs. conventional methods Yannis A. Tolias, Ioannis B. Theocharis, Stavros M. Panas February 1995 Proceedings of the 1995 ACM symposium on Applied computing



Full text available: pdf(425,23 KB) Additional Information: full citation, references, index terms

**Keywords**: fuzzy image analysis, fuzzy morphology, fuzzy shape detectors

5 Exact side effects for interprocedural dependence analysis Peiyi Tang



August 1993 Proceedings of the 7th international conference on Supercomputing

Full text available: pdf(896.63 KB) Additional Information: full cliation, abstract, references, index terms

Exact side effects of subroutine calls are essential for exact interprocedural dependence analysis. To summarize the side effect of multiple array references, a collective representation of all the array elements accessed is needed. So far all existing forms of collective summary of side effects of multiple array references are approximate. In this paper, we propose an approach for exact interprocedural dependence analysis based on the Omega test. In particular, we provide a meth ...

6 Image synthesis from a sparse set of views Qian Chen, Gérard Medioni October 1997 Proceedings of the 8th conference on Visualization '97



Full text available: pdf(924.09 KB)
Publisher Site

Additional Information: full citation, references, citings, index terms

**Keywords**: constrained Delauney triangulation, homography, image-based rendering, projective invariant

7 A coherent projection approach for direct volume rendering Jane Wilhelms, Allen Van Gelder



July 1991 ACM SIGGRAPH Computer Graphics , Proceedings of the 18th annual conference on Computer graphics and interactive techniques, Volume 25 Issue 4

Full text available: pdf(3.46 MB)

Additional Information: full citation, abstract, references, citings, index terms

Direct volume rendering offers the opportunity to visualize all of a three-dimensional sample volume in one image. However, processing such images can be very expensive and good quality high-resolution images are far from interactive. Projection approaches to direct volume rendering process the volume region by region as opposed to ray-casting methods that process it ray by ray. Projection approaches have generated interest because they use coherence to provide greater speed than ray casting and ...

Research sessions: data mining: A Monte Carlo algorithm for fast projective clustering Cecilia M. Procopiuc, Michael Jones, Pankaj K. Agarwal, T. M. Murali June 2002 Proceedings of the 2002 ACM SIGMOD international conference on



June 2002 Proceedings of the 2002 ACM SIGMOD international conference on Management of data

Full text available: ndf(1.15 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

We propose a mathematical formulation for the notion of optimal projective cluster, starting from natural requirements on the density of points in subspaces. This allows us to develop a Monte Carlo algorithm for iteratively computing projective clusters. We prove that the computed clusters are good with high probability. We implemented a modified version of the algorithm, using heuristics to speed up computation. Our extensive experiments show that our method is significantly more accurate than ...

9 Design and simulation of opera lighting and projection effects



Julie O'B. Dorsey, Françis X. Sillion, Donald P. Greenberg

July 1991 ACM SIGGRAPH Computer Graphics, Proceedings of the 18th annual conference on Computer graphics and interactive techniques, Volume 25 Issue 4

Full text available: modif(9 10 MB)

Additional Information: full citation, abstract, references, citings, index terms

A major problem challenging opera designers is the inability to co-ordinate lighting, projection systems, and set designs in the preliminary planning phase. New computer graphics techniques, which provide the set and lighting designer the opportunity to evaluate, evaluate, test, and control opera designs prior to the construction of full scale systems are presented. These techniques---light source input, simulation of directional lighting, modeling of scenic projection systems, and full three-dimensional ...

10 Optical digit recognition: a programming project for artificial intelligence Scott M. Thede



October 2000 Journal of Computing Sciences in Colleges, Volume 16 Issue 1

Full text available: ktf(161.43 KB) Additional Information: full cliation, references, index terms

11 Document Analysis and Retrieval: Extraction of text areas in printed document images Jean Duong, Myriam Côte, Hubert Emptoz, Ching Y. Suen



November 2001 Proceedings of the 2001 ACM Symposium on Document engineering

Full text available: pdf(1.06 MB) Additional Information: full citation, abstract, references, index ferms

In this paper, we present a document analysis system which is expected to extract regions of interest in greyscale document images. Collected areas are then clustered in text zones and non-text areas using geometric and texture features. The system works in two steps. Regions of interest are retrieved via cumulative gradient considerations. In classification module, we introduced some entropic heuristic. Experiments are done on the MediaTeam Document Database to show the relevance of this criter ...

Keywords: entropy, features, text extraction

12 Interactive manipulation and display of surfaces in four dimensions David Banks



June 1992 Proceedings of the 1992 symposium on Interactive 3D graphics

Full text available: pdf(1.41 MB)

Additional Information: full citation, references, citings, index terms

13 Stereoscopic projections and 3D scene reconstruction



Chaman L. Sabharwal

March 1992 Proceedings of the 1992 ACM/SIGAPP symposium on Applied computing: technological challenges of the 1990's

Full text available: mpdf(1.00 MB)

Additional Information: full citation, references, citings, index terms

14 Plenoptic modeling: an image-based rendering system.

Leonard McMillan, Gary Bishop



Full text available: 📆 cdf(347,37 KB) ps(3.98 MB)

Additional Information: fall citation, references, citings, index terms

<sup>&</sup>lt;sup>15</sup> Conservative visibility preprocessing using extended projections

Frédo Durand, George Drettakis, Joëlle Thollot, Claude Puech

July 2000 Proceedings of the 27th annual conference on Computer graphics and interactive techniques



Full text available: bxif(933.02 KB)

Additional Information: full estation, abstract, references, citings, index terms

Visualization of very complex scenes can be significantly accelerated using occlusion culling. In this paper we present a visibility preprocessing method which efficiently computes potentially visible geometry for volumetric viewing cells. We introduce novel extended projection operators, which permits efficient and conservative occlusion culling with respect to all viewpoints within a cell, and takes into account the combined occlusion effect of multiple o ...

Keywords: PVS, occlusion culling, visibility determination

16 Contributions: Hidden surface elimination for complex graphical scenes S. Boinodiris

March 1981 ACM SIGGRAPH Computer Graphics, Volume 14 Issue 4

Full text available: pdf(564,83 KB) Additional Information: full ditation, abstract, references

An extension to the Algorithm of Recursive Descent, introduced by Clark is presented for improving high speed techniques in hidden surface elimination. Whenever the average number of opaque primitives per occupied raster element becomes large, the algorithm presented tends to eliminate unnecessary depth evaluations. In complex graphical scenes which are executed by parallel processing structures interactively, the presented algorithm may provide considerable processing savings in related compute ...

17 Combining frequency and spatial domain information for fast interactive image noise removal

Anil N. Hirani, Takashi Totsuka

August 1996 Proceedings of the 23rd annual conference on Computer graphics and interactive techniques

Full text available: cost(515.09 KB) Additional Information: full citation, references, citings, index terms

**Keywords:** POCS, projections into convex sets, scratch and wire removal

18 A hybrid hardware-accelerated algorithm for high quality rendering of visual huils Ming Li, Marcus Magnor, Hans-Peter Seidel May 2004 Proceedings of the 2004 conference on Graphics interface

Full text available: 📆 pdf(224.31 KB) Additional Information: full citation, abstract, references

-uli text available: Doi: 224.31 RB) Additional Information: full citation, abstract, references

In this paper, a novel hybrid algorithm is presented for the fast construction and high-quality rendering of visual hulls. We combine the strengths of two complementary hardware-accelerated approaches: direct constructive solid geometry (CSG) rendering and texture mapping-based visual cone trimming. The former approach completely eliminates the aliasing artifacts inherent in the latter, whereas the rapid speed of the latter approach compensates for the performance deficiency of the former ...

**Keywords**: CSG Rendering, hardware-accelerated rendering, image-based modeling and rendering, texture mapping, visual hull

19 <u>The randomized z-buffer algorithm: interactive rendering of highly complex scenes</u>
Michael Wand, Matthias Fischer, Ingmar Peter, Friedhelm Meyer auf der Heide, Wolfgang
Straßer

August 2001 Proceedings of the 28th annual conference on Computer graphics and





## interactive techniques

Full text available: mpdf(2.24 MB)

Additional Information: full citation, abstract, references, citings, index terms

We present a new output-sensitive rendering algorithm, the randomized z-buffer algorithm. It renders an image of an arbitrary three-dimensional scene consisting of triangular primitives by reconstruction from a dynamically chosen set of random surface sample points. This approach is independent of mesh connectivity and topology. The resulting rendering time grows only logarithmically with the numbers of triangles in the scene. We were able to render walkthroughs of scenes of up to 10

Keywords: Monte Carlo techniques, level of detail algorithms, rendering systems

20 Special issue on spatial database systems: Qualitative representation of spatial knowledge in two-dimensional space



Dimitris Papadias, Timos Sellis

October 1994 The VLDB Journal — The International Journal on Very Large Data Bases, Volume 3 Issue 4

Full text available: pdf(2.09 MB)

Additional Information: full citation, abstract, references, citings

Various relation-based systems, concerned with the qualitative representation and processing of spatial knowledge, have been developed in numerous application domains. In this article, we identify the common concepts underlying qualitative spatial knowledge representation, we compare the representational properties of the different systems, and we outline the computational tasks involved in relation-based spatial information processing. We also describe symbolic spatial indexes, relation- ...

**Keywords**: qualitative spatial information processing, representation of direction and topological relations, spatial data models, spatial query languages

Results 1 - 20 of 200

Result page: 1 2 3 4 5 6 7 8 9 10

The ACM Portal is published by the Association for Computing Machinery. Copyright @ 2005 ACM, Inc. Terms of Usage Privacy Policy Code of Ethics Contact Us







